ngl::Drawable

m_geometry
m_material
m_shader

+ ~Drawable()
+ Init()
+ Render()
+ SetGeometry()
+ GetGeometry()
+ SetMaterial()
+ GetMaterial()
+ SetShader()
+ GetShader()
# Drawable()
# Drawable()
# BeginRender()
# Render()
# EndRender()
# SetMaterialUniforms()

ngl::Drawable3D

+ Drawable3D()
+ Drawable3D()
+ ~Drawable3D()